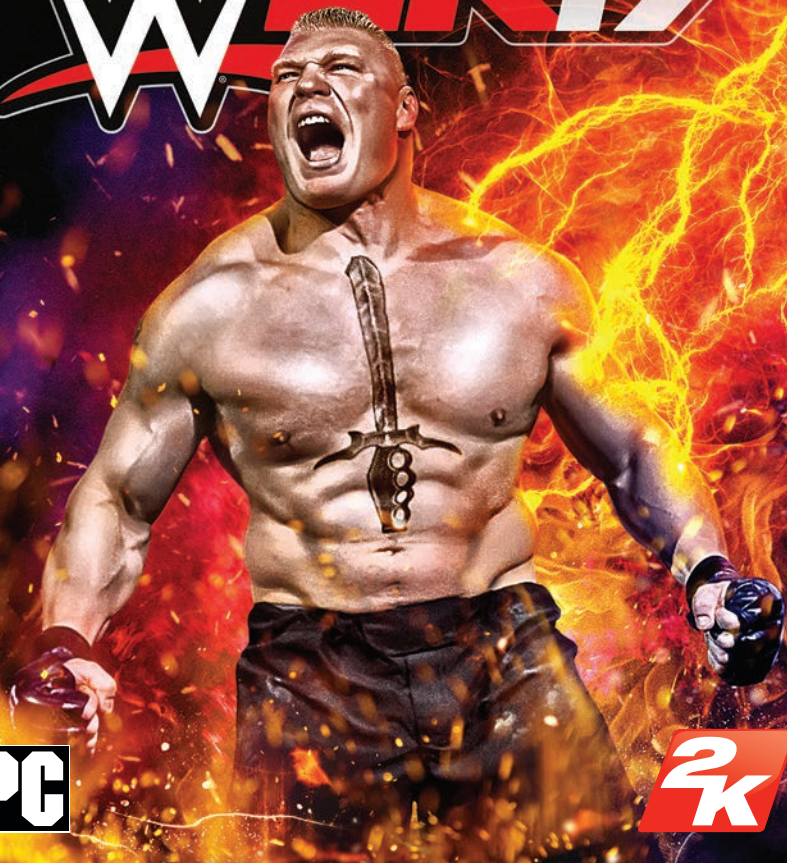


WWE 2K17



PC

2K

KEYBOARD CONTROLS

ACTION	KEY
WAKE UP TAUNT	1
TOGGLE SIGNATURE / FINISHER	2
TAUNT OPPONENT	3
TAUNT CROWD	4
PAUSE	ESC
DISPLAY CURRENT TARGET	C
FRONT FACELOCK / GRAPPLE	DOWN ARROW
IRISH WHIP / PIN	RIGHT ARROW
SIGNATURE / FINISHER / OMG!	UP ARROW
STRIKE	LEFT ARROW
OMG! / LIMB TARGET SPECIAL KEY	E
CLIMB / PICK UP OBJECT / SET UP OBJECT	Q
REVERSE ATTACKS / (HOLD) DRAG OPPONENT	F
(HOLD+MOVE) RUN	LEFT SHIFT

TARGET DIFFERENT OPPONENT (WHEN MANUAL TARGETING IS TURNED ON)	F1
MOVE UP	W
MOVE DOWN	S
MOVE LEFT	A
MOVE RIGHT	D
CHAIN WRESTLING UP	SPACEBAR + W
CHAIN WRESTLING DOWN	SPACEBAR + S
CHAIN WRESTLING LEFT	SPACEBAR + A
CHAIN WRESTLING RIGHT	SPACEBAR + D
CHAIN WRESTLING SPECIAL KEY	SPACEBAR



Product Support:
<http://support.2k.com>

Please note that WWE 2K17 online features are scheduled to be available until **May 31, 2018** though we reserve the right to modify or discontinue online features on 30-days' notice.

GAME CONTROLS

CHAIN WRESTLING

When you Lock Up in Chain Wrestling, try to gain the upper hand by choosing a chain hold (**Left Arrow**, **Up Arrow**, or **Right Arrow**). While in a chain hold, use the **Spacebar + W/S/A/D** to find the hot spot. The aggressor can also Strike (**Left Arrow**) or Wrench (**Down Arrow**) their opponent.

GRAPPLING

Normal Grapple: **W/S/A/D + Down Arrow**

Strong Grapple: **W/S/A/D + hold Down Arrow**

Turn Opponent Around:
Spacebar + A/D

Snapmare to Seated Position:
Spacebar + S

FRONT FACELOCK

Lock Up: To grab an opponent in the Front Facelock press **Down Arrow** without holding a direction

Grapple Attack:
W/S/A/D + Down Arrow

Working Hold:
Down Arrow without holding a direction

Submission: **Hold Down Arrow**

Strike: **Left Arrow**

Drag Opponent: **F + W/S/A/D**

Irish Whip: **Right Arrow**

Release Front Facelock: **Q**

Limb Target: **E + Right Arrow/Down Arrow/Up Arrow/Left Arrow**

REPOSITION OPPONENT

Use the **Spacebar + W/S/A/D** to reposition a downed or stunned opponent.

DOWNED OPPONENT

Lift Opponent: **Spacebar + W**

Turn Opponent Over: **Spacebar + A/D**

Lift Opponent to Seated Position:
Spacebar + S

From Head, Side or Feet you can perform the following actions:

Grapple: **Down Arrow**

Strong Strike: **Hold Left Arrow**

Submission: **Hold Down Arrow**

Limb Target: **E + Right Arrow/Down Arrow/Up Arrow/Left Arrow**

SUBMISSIONS

Use **Spacebar + W/S/A/D** to move your slider around the submission mini-game. As the defender (blue), avoid the attacker's (red) slider! Grab the glowing orb to help put your opponent away or escape!

SUBMISSIONS (ALT.)

An alternate submission mechanic option is also available in **WWE 2K17**. If selected, the attacker and defender must compete to rapidly press the displayed **Right Arrow/Down Arrow/Up Arrow/Left Arrow** keys during submissions. Pay attention because the key to press will keep changing over the course of the submission attempt.

PINFALLS

Press the **Down Arrow** when the meter lands in the target zone to escape.

If you have the Rope Break ability, and you're near the ropes, you can press **Right Arrow** when prompted to perform a manual rope break.

Dirty Pins

If you have the Dirty Pin ability, and your opponent is lying parallel near the ropes, hold **Right Arrow** to perform a dirty pin!

REVERSALS

F: Normal reversal. This move has a single reversal. Requires a single reversal stock.

Green F icon: Minor reversal. This move has a Major reversal. Requires a single reversal stock.

Orange F icon: Major reversal. Last reversal opportunity for this move. Requires two reversal stock.

Major Reversals require more reversal stock but will temporarily weaken your opponent.

OPPONENT STUNNED IN THE CORNER

Turn Opponent Around:
Spacebar + A/D

Lift and Place on Top Of Turnbuckle:
Spacebar + W

Place In Tree Of Woe (Hanging Upside Down In Corner):
Spacebar + S

OPPONENT STUNNED AGAINST THE ROPES

Place Opponent Stunned on Middle Rope:
Spacebar + A or D

LADDER

Run up a ladder and perform a diving attack to an opponent at ringside. To lean a ladder against the ropes use **W/S/A/D** to move towards the ropes, hold **E**, and press **Q**.

ROLL OUT

When you Roll Out, you will remain down at ringside while the Rollout Meter fills. Once the meter is filled, you will recover and receive a Buff. You may press **Down Arrow** while the meter is orange to recover early, but you will receive a Debuff.

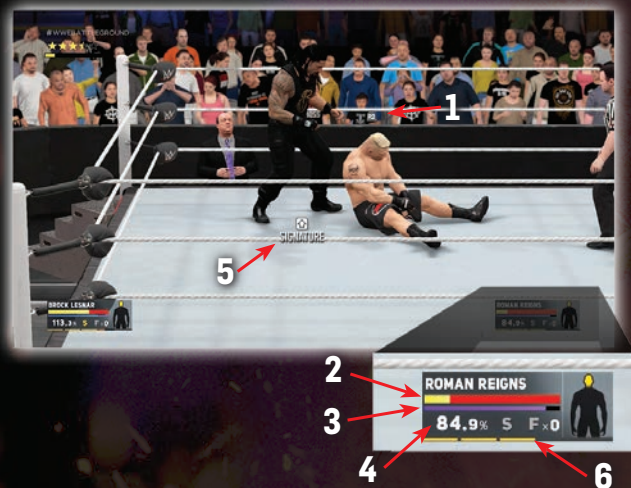
TABLE

Damage your opponent using tables to fill their Table Break meter. Filling your opponent's meter unlocks Table Grapples, which can put them through a table without the use of a Table Finisher. The Table Break icon indicates when a Table Grapple can be performed by pressing **Down Arrow**. If the opponent is leaning against a table propped in the corner, a Running Strike can also put them through the table.

MANUAL TARGETING

In **WWE 2K17**, Manual Targeting is enabled by default. You can switch to another target by pressing **F1**. Your new Target's name will briefly appear above your Superstar's head.

GAME SCREEN



1. **Reversal Prompt:** Time F correctly to counter the opponent's attack.
2. **Health Meter:** Track your health as you take damage from your opponent.
3. **Stamina Meter:** When it's depleted, you navigate and recover slower, and temporarily lose the ability to run.
4. **Momentum Gauge:** Build momentum by executing attacks and taunts. Reach 100% to earn a Signature and 150% to gain a Finisher.
5. **Signature/Finisher:** Press Up Arrow when it appears to perform your Signature/Finisher.
6. **Reversals:** Shows the number of reversals you have available. These will regenerate over time.

WWE CREATIONS

WWE 2K17's creation suite allows you to personalize your **WWE** experience with more robust and powerful options than ever before.

NEW! Custom Video: The user can create their own videos to be used on the Titantron during an entrance.

NEW! Custom Victory: The user can create their own Face and Heel victory scenes for their Custom Superstar or any **WWE** Superstar.

NEW! Highlight Reel: During a match, the user can record any part and implement that recording into their Custom Video.

Custom Superstars: Create your own Custom Superstar or customize any **WWE** Superstar on the roster!

Custom Entrance: Choose from numerous entrance options and have your Superstar come down the ramp in style.

Custom Move-set: Select from hundreds of moves to give your Superstar the edge to dominate the ring.

Custom Championship: Create championship titles from strap to plate or even customize existing **WWE** titles.

Custom Arena: Design an arena fit for holding the pulse-pounding action of the **WWE**.

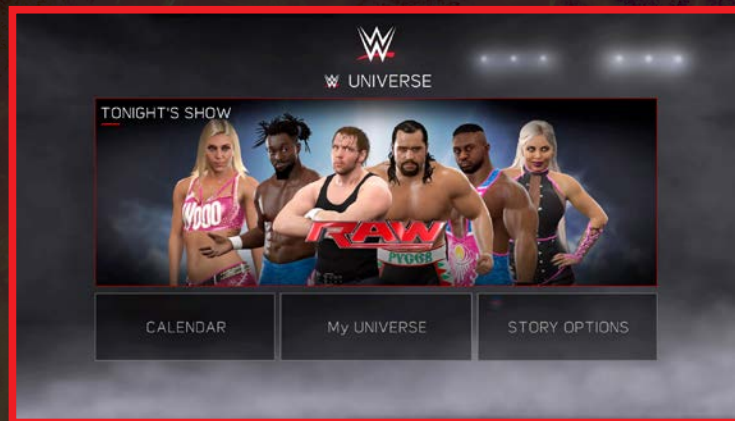
Custom Show: Create your own show brand for play in Exhibition and **WWE** Universe modes.

Community Creations: Upload your creations online and share with the **WWE** Universe!



WWE UNIVERSE MODE

WWE Universe mode offers the ultimate **WWE** sandbox experience in **WWE 2K17**. Book matches, assign Superstars to shows and pay-per-views, create rivalries and alliances or watch them transpire on their own. Promos and run-ins are now available to the mode, giving Superstars exciting new possibilities to perform during shows. An updated interface highlights what's happening for each show, allowing players to find information about their favorite Superstars and champions. Our new show presentation creates an authentic **WWE** experience, letting you play through shows in **WWE** Universe just as you would watch them unfold on TV.

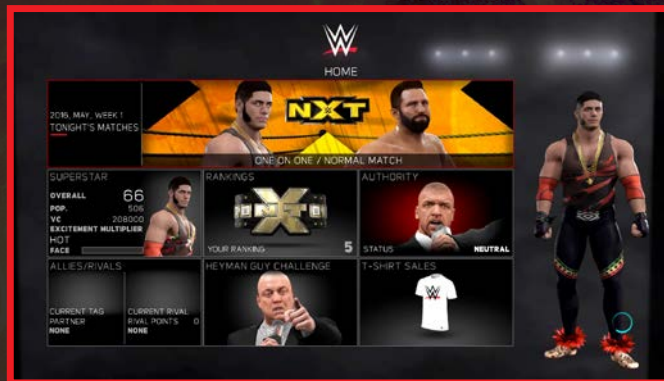


MyCAREER MODE

An expanded MyCAREER mode lets you pursue the dream of becoming a **WWE** Superstar like never before. For the first time, you can start your Custom Superstar off on the main roster or on NXT. Delivering great matches will help you earn VC to spend on improving your skills, learning new moves, hiring managers, and other boosts. Putting on five-star matches isn't enough for winning over the **WWE** Universe, however – you will need to build your Superstar's popularity by getting strong on the mic and even through pushing your Superstar's T-shirt sales. With the new promo feature, you can hype up the arena, interrupt other Superstars' promos, or berate the crowd. Become the face or heel you've always wanted to be.



Rivalries are now bigger and better, spanning multiple months of pay-per-views. Eclipsing your rival in the ring and on the mic will earn you great rewards. You can even face your friend's Custom Superstars as rivals through the Career Invasion feature. And, of course, The Authority will make their presence known throughout your career as well. Will you appease to get them to give you the matches you want, or will you defy them and oblige them to get in your way? And if securing the title around waist just doesn't feel like enough, you can stake out another and become a double champion!



WWE 2K17 GAME CREDITS

YUKE'S

PRODUCER/SENIOR VICE PRESIDENT
HIROMI FURUTA

CHIEF TECHNICAL OFFICER
HIROKI UENO

SENIOR CREATIVE DIRECTOR
TAKU CHIHAYA

SENIOR TECHNICAL MANAGEMENT DIRECTOR
SHINTARO MATSUBARA

SENIOR ART DIRECTORS
YOSHIO TOGIYA
GEORGE K ITO
MAKIO YAMANAKA

SENIOR TECHNICAL DIRECTORS
TAKASHI TAKEZAWA
TAKANORI MORITA
AKITSUGU HIRANO

TECHNICAL DIRECTORS
TSUKASA KATO
HIROSHI FUKUDA
SHUNSUKE HANABUSA

INTERFACE ART DIRECTOR
KAZUNARI NIKE

SENIOR GAME DESIGN DIRECTOR
NAOTO UENO

GAME DESIGN DIRECTOR
SHINSUKE GOTO

ART DIRECTORS
KOJI MAKINO
TAKASHI KOMIYAMA
MASAHIRO NAKATANI
ARI SAWADA

R&D TEAM

SENIOR TECHNICAL DIRECTORS
NOBUYOSHI ONO
HIDEKI SUZUKI
MASAMICHI TAKANO
LEAD PROGRAMMERS
MA WENCHAO
YOSHIO AOKI
YOUSUKE SAWADA
PROGRAMMERS
KAZUKI IIBOSHI

SENIOR VP/CHIEF CREATIVE OFFICER
NORIFUMI HARA

ASSISTANT TECHNICAL DIRECTORS
REIJI SATO
KOJI HAYASHI
JUNICHI TAGUCHI

LEAD PROGRAMMERS
SHOTARO NOTSU
ATSUSHI NARITA
TOSHIKAZI ISHIIHARA
MASAYUKI MAKITA
TAKAHIRO TANAKA
TAKUYA SUZUKI
TSUBASA ANDO
TAKUYA ISHIBASHI

PROGRAMMERS
KOICHI SATO
KOUSUKE HAYASHI
MASAKI SAITO
KOJI KURI
EMI ISHII
TSUYOSHI KOBAYASHI
TAKUMI HIROKAWA
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HAO CHENG
KOUSUKE SAITO
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SOTARO ARAKAWA
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YUSUKE KAKUMOTO
JUNYA UEDA
HIDEHIRO BUSHISUE
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TAKAFUMI YASUDA
YUZURU NAKAMURA
JUNICHI OHTANI
TENMARU TAKASAKI
KAZUHO KANEYA
HARUKA ISOGAI
YUUKI NAKAJIMA

PROGRAM ASSISTANT MANAGER
FUMIO YURUGI

SYSTEM PROGRAM ASSISTANTS
SHINGO YONEDA
TADASHI NAKAMURA

ASSISTANT GAME DESIGN DIRECTORS
TAKURO YAMAMORI
TAKAYOSHI AKASAKA
LEAD GAME DESIGNERS
HIDEKAZU TANAKA
KENJI NAKAMURA
SHINICHI MIYAMOTO

TETSUYA SETA
BRYAN WILLIAMS

GAME DESIGNERS
MIHO WATANABE
DAISUKE OHNO
TATSUYA WATANABE
MAKOTO YANO
AKIHIDE IKE
MIKI KUROIWA

SOUND DESIGNERS
KOTARO TAMURA
CHAN KEAN YI

SENIOR MODELING ARTIST
NOBUYUKI FUKASAWA

LEAD MODELING ARTISTS
KAZUHIRO SAITO
TAKAHIRO BANBA

MODELING ARTISTS
KAZUYUKI ISAYAMA
MIHO HASHIMOTO
JIE WEI
YUKI MATSUMOTO
MASAARI HASHIMOTO
TAKANORI AKIYAMA
TAMAYO NOGUCHI
YUKIE ABE
MAKO SUZUKI
SYOHEI KURIYAMA
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KYOHET HOSOMI
YOSUKE YAMAGUCHI
YASU DEGAWA
KEIKO ZAMA
JUNICHI KOSHINO
MOTOSHI HIRO
TAKAHASHI MASAYA
ISHIMOTO SHOKO

ASSISTANT INTERFACE ART DIRECTOR
SATOSHI KAKUTANI

INTERFACE ARTISTS
MIHO SHIROTA
NAOMI KANEDA
YUZURU HIROKI
TAKUYA KAWAMORITA
YOKO YAMANE

ASSISTANT ANIMATION DIRECTORS
CHIZURU OGURA
MITSUO SHIMIZU
TAKASHI WATANABE
YUKI AKABA

LEAD ANIMATORS
DAIJIRO KAKINUMA

TATSUYA MAKI
TAKAHIRO OSHIDA
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ANIMATORS
TSUYOSHI FUKUHARA
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QA ASSISTANT DIRECTORS
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LEAD TESTERS
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KINO SAKAGAMI

TESTERS
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KASUMI KITAMURA
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SHINNOSUKE KONTANI
YUTA SUZUKI

TRANSLATION MANAGER
DEREK KESSLER

TRANSLATORS
LEO KING
MITSUE OTAKI

OBJECTIVE PHOTOGRAPHERS
SHUN YAMAGUCHI
YOKO SATO

IT SUPPORTS
KENTARO SETO
KOJI TOMITA
KAZUNORI NAKAGAWA
SYUJI MATSUDAIRA

ADMINISTRATION SUPPORTS
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BRAD GARNEAU

MODEL/TEXTURE ARTISTS
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MINELOADER

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ASSOCIATE PRODUCER
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LI NING
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SHAWN WU

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YONGCHUN XIE

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QUANTITY CHECK (ART)
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ARTIST (ART)
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SHUNPENG CHEN

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CG SUPERVISOR
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CG ARTISTS
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QLOC S.A.

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DIRECTOR OF ACCOUNT MANAGEMENT
PAWEŁ ZIAJKA

JAPANESE RELATIONS MANAGER
NANAKO SUGIYAMA

JAPANESE RELATIONS SPECIALIST
ADAM WALENKIEWICZ

DIRECTOR OF DEVELOPMENT
SLAWOMIR BUBEL

PROJECT MANAGER
BARTOSZ ANTECKI

LEAD PROGRAMMER
KRZYSZTOF WOJCIK

PROGRAMMERS
MARCIN BANASZEK
JAN DAROWSKI
PAWEŁ JASTRZEBSKI
PIOTR KIELCZYK
BARTŁOMIEJ KUMOR
KRZYSZTOF WOJDON

DATA ADMINISTRATOR
TOMASZ SZACHNOWSKI

DESIGN
GAWEL CIEPIELEWSKI

ARTIST SUPPORT
AGNIESZKA SZAJEWSKA

DIRECTOR OF LOCALIZATION
MICHAŁ CEGIELKA

LOCALIZATION PROJECT MANAGER
ADRIAN CZERWINSKI

DEV SUPPORT COORDINATOR
TOMASZ GOSCIŃSKI

DEVELOPMENT SUPPORT SPECIALISTS
ANDRZEJ PILAT
EMIL ANDRZEJEWSKI
HUBERT SZULC

JUNIOR DEVELOPMENT SUPPORT SPECIALISTS
EWA BOCK
MARTA SZYMANSKA

DIRECTOR OF QUALITY ASSURANCE
SERGIUSZ ŚLOSARCZYK

QA PROJECT MANAGER
MARCIN GORNIĄK

QA LAB MANAGERS
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QA TEAM LEADER
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QA ASSISTANT TEAM LEADER
PAWEŁ ŁASKOWSKI

QA TESTERS
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ZBIGNIEW GRZEDOWICZ
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JOANNA STRZELCZYK
BARTŁOMIEJ TRZÓNEK
KAROLINA UZAREK
MICHAŁ WĄGROCKI

IT MANAGER
TOMASZ DZIEDZIC

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PRESIDENT
GREG THOMAS

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SENIOR PRODUCER
ARNAUD FREY

PRODUCER
ALEXANDER JONES

ASSOCIATE PRODUCER
ANDREW KRENSKY

LICENSOR MANAGER
STEVE ISLAS

PRODUCTION ASSISTANT
DINO ZUCCONI

SENIOR DESIGNER
JASON VANDIVER

DESIGNERS
CRISTO KYRIAZIS
DAVID FRIEDLAND
DEREK DONAHUE
RAMELLE BALLESCA

DESIGNER ASSISTANT
LAURA SCHLATTMANN

SENIOR ONLINE ENGINEER
IGOR PEVAC

PRODUCTION INTERN
NATHAN CRAIG

STUDIO AUDIO DIRECTOR, AUDIO
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AUDIO DIRECTOR, SOUND/AUDIO
VINCE PONTARELLI

AUDIO MANAGER, AUDIO
SEAN CHARLES

LEAD SOUND/AUDIO DESIGNER
JOSH JONES

AUDIO/DIALOGUE SYSTEM DESIGNER
BRYAN SHERRILL

ASSOCIATE AUDIO PRODUCER
PATRICK JARRET

AUDIO TECH AND ADDITIONAL
ENGINEERING

DANIEL GARDOPÉE
TODD GUNNERSON

VOICE OVER TALENT
JERRY "KING" LAWLER
MICHAEL COLE
JOHN LAYFIELD "JBL"
TRIPLE H
PAUL HEYMAN
JASON ALBERT "COACH BLOOM"
LILIAN GARCIA

COMMENTARY WRITERS
BRIAN SHIELDS, PRINCIPAL, MIGHTY
PEN & SWORD, LLC
KEVIN SULLIVAN, SPEED LEMON LLC
PATRICK HEGARTY, HEGARTY CREATIVE
SERVICES LLC

SPECIAL THANKS TO
STEVE ISLAS
RYAN KATZ

CREATIVE DIRECTOR
LYNELL JINKS

LEAD CHARACTER ARTIST
JONATHAN GREGORY

SENIOR CHARACTER ARTIST
YUKI TAKAHASHI

ANIMATION TEAM LEAD
SHANE MACPHERSON

LEAD ANIMATOR
JESSICA WU

ANIMATORS
BRIAN RUST
DAVID J. YUEN
ERIC STURGEON
GEORGE BANKS
GEORGE FLEITES
HANNAH MARIE ADDINGTON
JEREMIAH STEWART
KAMRON EWING
MATT PEONIS
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